



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
AHL7-03I – Into the Light
A Regional Special Adventure

Set in the Marchland of the Adri Forest



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____



597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 10

max 5,400 xp; 9,200 gp

APL 12

max 6,300 xp; 13,200 gp

APL 14

max 7,200 xp; 26,400 gp

APL 16

max 8,100 xp; 39,600 gp

Defeated Thraxus the Undying: For defeating the Minotaur Thraxus, you gain access to all items below marked with a *.

Hero of Elversford: Your dedication for the Adri people has made you a hero. You receive a permanent +2 (+4 in Elversford) bonus on skill check that involves interaction with the Adri people (i.e. Diplomacy). You also gain a one-time access to: weapon upgrades of *ghost touch*, *bane (undead)* or to the Prestige Class *Skull Clan Hunter* (MH).

Gratitude of the Nature Faiths: You gain one time access to the following magic items: *beastskin armor* upgrade (MIC), *owlfeather armor* (MIC), *wildling clasp* (MIC) or the spells: *mass death ward* (SC) or *superior resistance* (SC).

Blessing of Heironeous and Pelor: The churches are willing to teach you the following if you can pay for it: *battle blessing* (CC), *benediction* (CC), *divine protection* (SC), *retrieve spell* (CC), *righteous fury* (SC), *seed of life* (CC), *shield of faith*, *mass* (SC), *touch of restoration* (CC), *weapon of impact* (SC). This favor also qualifies you to gain access to the *Contemplative* Prestige Class for Heironeous or Pelor, if you spend 6 TU's for your initial training.

Found one of Lady Cyrin's Spellbooks: 1st—*blade of blood* (PH2); 2nd—*belker claws* (SC), *death armor* (SC), *heart of air* (CM), *seeking ray* (PH2); 3rd—*girallon's blessing*, *heart of water* (CM); 4th—*heart of earth* (CM); 5th—*coat of arms* (CM), *dimension door*, *greater* (SC), *draconic might* (SC), *heart of fire* (CM); 6th—*Rary's arcane conversion* (CM), *ruby ray of reversal* (SC); 7th—*energy absorption* (CM), *radiant assault* (SC), 8th—*chain dispel* (PH2), *mysterious redirection* (CM); 9th—*eye of power* (SC)

Eternal Enmity of Dispater and Demogorgon: By foiling one of their major plots on Oerth, you have earned the eternal hatred of these two godlike fiends. Any Demon or Devil in the service of these two entities gets a profane +5 bonus on attack and damage roll while fighting against you.

Dispater's new Favored Plaything: Thraxus has avenged Sir Hellfear! If you are Level 13 or higher, and he can get his hands on your corpse, he will bring you to his master in Dis, where you are made his new favored servant. You are immediately taken out of the campaign.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10-12

- ❖ +1 animated heavy steel Shield (Adventure; DMG)
- ❖ +1 bane (human) keen greatsword (Adventure; DMG)
- ❖ +1 bane (human) keen Longsword (Adventure; DMG)
- ❖ +1 greater dispelling composite longbow (Adventure; CL 15th; 18,400 gp; MIC)*
- ❖ +1 mithral full pate of speed (Adventure; DMG)
- ❖ Adamantine Arrows (Adventure; DMG)
- ❖ Dusty rose ioun stone (Adventure; DMG)*
- ❖ Greatreach bracers (Adventure; 2,000 gp; MIC)*
- ❖ Hand of glory (Adventure; DMG)
- ❖ Lady Cyrin's Spellbook (Adventure; 9,000 gp; see above)
- ❖ Lesser crystal of arrow deflection (Adventure; 2,500 gp; MIC)*
- ❖ Ring of evasion (Adventure; DMG)*
- ❖ Skin of the defender (Adventure; 32,000 gp; MIC,)*

APL 14-16 (All of APLs 10-12 plus the following)

- ❖ Metamagic rod of extend (Adventure; DMG)
- ❖ Metamagic rod of empower (Adventure; DMG)
- ❖ Metamagic rod of maximize (Adventure; DMG)
- ❖ Orange prism ioun stone (Adventure; DMG)
- ❖ Ring of spell-battle (Adventure; 12,000 gp; MIC)

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP

Starting GP

GP

GP Spent

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

8 or 16 TU

TU Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL